

LISTING OF THE CLAIMS

Claims 1-57 were originally pending. No claims are amended, canceled, or added. Please withdraw claims 10-22, 23-29, and 48-54 without prejudice. Accordingly, claims 1-9, 30-47 and 55-57 remain pending.

The following listing of claims replaces all prior versions and listings of claims in the application.

1. (Original) A method comprising:
splitting a scene into one or more coherent layers;
propagating boundaries of the coherent layers across a plurality of frames corresponding to the scene; and
refining the splitting to present a virtual view of the scene.
2. (Original) A method as recited in claim 1, wherein the virtual view of the scene is substantially free from aliasing.
3. (Original) A method as recited in claim 1, wherein each of the coherent layers has a corresponding background layer.
4. (Original) A method as recited in claim 1, wherein the plurality of frames correspond to different images of the scene.

5. (Original) A method as recited in claim 1, wherein the refining is initiated by a user.
6. (Original) A method as recited in claim 1, wherein each layer of the scene has a corresponding plane equation to represent a local geometry of that layer.
7. (Original) A method as recited in claim 1, further comprising rendering the coherent layers with a corresponding background layer to present the virtual view of the scene.
8. (Original) A method as recited in claim 1, further comprising rendering the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.
9. (Original) One or more computer-readable media storing computer executable instructions that, when executed, perform the method as recited in claim 1.
10. (Withdrawn) A method comprising:
segmenting a light field into one or more coherent layers;

propagating boundaries of the coherent layers across a plurality of frames corresponding to the light field;

providing a background layer for the coherent layers; and

rendering the coherent layers with the background layer to provide a pop-up light field.

11. (Withdrawn) A method as recited in claim 10, further comprising refining the coherent layers.

12. (Withdrawn) A method as recited in claim 10, further comprising determining uncertain regions between the coherent layers and the background layer.

13. (Withdrawn) A method as recited in claim 10, further comprising applying alpha matting to the coherent layers.

14. (Withdrawn) A method as recited in claim 10, wherein the background layer is provided by combining a plurality of under-segmented regions.

15. (Withdrawn) A method as recited in claim 10, wherein each of the coherent layers have a background layer.

16. (Withdrawn) A method as recited in claim 10, further comprising applying a coherent feathering function to the coherent layer boundaries.
17. (Withdrawn) A method as recited in claim 10, wherein a plurality of polygons represent the coherent layer boundaries.
18. (Withdrawn) A method as recited in claim 10, wherein the rendering utilizes texture-mapped triangles.
19. (Withdrawn) A method as recited in claim 10, wherein the rendering sequentially combines the coherent layers and the background by alpha blending.
20. (Withdrawn) A method as recited in claim 10, wherein the plurality of frames correspond to different images of the light field.
21. (Withdrawn) A method as recited in claim 10, wherein the pop-up light field is substantially free from aliasing.

22. (Withdrawn) One or more computer-readable media storing computer executable instructions that, when executed, perform the method as recited in claim 10.
23. (Withdrawn) A method comprising:
- determining a plurality of texture-mapped triangles for each layer of a scene;
 - binding a plurality of textures to each of the plurality of triangles;
 - assigning a blending ratio to each vertex of the plurality of triangles;
 - and
 - blending the textures of each of the plurality of triangles to present a virtual view of the scene.
24. (Withdrawn) A method as recited in claim 23, wherein at least three textures are bound to each of the plurality of triangles.
25. (Withdrawn) A method as recited in claim 23, wherein the blending ratio is assigned as a primary color on each vertex.
26. (Withdrawn) A method as recited in claim 23, wherein the blending ratio is assigned as a primary color on each vertex and the primary color is interpolated on each of the plurality of triangles.

27. (Withdrawn) A method as recited in claim 23, wherein the virtual view of the scene is substantially free from aliasing.
28. (Withdrawn) A method as recited in claim 23, wherein the blending utilizes a blending equation.
29. (Withdrawn) A method as recited in claim 23, wherein the blending utilizes a blending equation stored in a pixel shader of a graphics hardware device.
30. (Original) A user interface comprising:
a layer pop-up module to allow a user to define one or more coherent layers corresponding to a scene;
a refinement module to refine the coherent layers; and
a rendering module to render the coherent layers to present a virtual view of the scene.
31. (Original) A user interface as recited in claim 30, wherein a plurality of polygons represent boundaries of the coherent layers.

32. (Original) A user interface as recited in claim 30, wherein the virtual view of the scene is substantially free from aliasing.
33. (Original) A user interface as recited in claim 30, further comprising a background construction module to provide a background layer corresponding to the coherent layers.
34. (Original) A user interface as recited in claim 30, further comprising a background construction module to provide a background layer corresponding to the coherent layers, wherein the background layer is provided by removing the coherent layers from a key frame corresponding to the scene.
35. (Original) A system comprising:
- a layer pop-up module to split a scene into one or more coherent layers;
 - a boundary propagation module to propagate boundaries of the coherent layers across a plurality of frames corresponding to the scene; and
 - a refinement module to refine the splitting to present a virtual view of the scene.

36. (Original) A system as recited in claim 35, wherein the virtual view of the scene is substantially free from aliasing.
37. (Original) A system as recited in claim 35, wherein the plurality of frames correspond to different images of the scene.
38. (Original) A system as recited in claim 35, wherein the refinement module is activated by a user.
39. (Original) A system as recited in claim 35, wherein each layer of the scene has a corresponding plane equation to represent a local geometry of that layer.
40. (Original) A system as recited in claim 35, further comprising a rendering module to render the coherent layers with a corresponding background layer to present the virtual view of the scene.
41. (Original) A system as recited in claim 35, further comprising a rendering module to render the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.

42. (Original) A system as recited in claim 35, further comprising a memory module to store instructions.
43. (Original) A system as recited in claim 35, further comprising one or more processing units to execute a plurality of stored instructions on one or more memory modules coupled to the processors.
44. (Original) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:
- splitting a scene into one or more coherent layers;
 - propagating boundaries of the coherent layers across a plurality of frames corresponding to the scene; and
 - refining the splitting to present a virtual view of the scene.
45. (Original) A computer-readable media as recited in claim 44, wherein the virtual view of the scene is substantially free from aliasing.
46. (Original) A computer-readable media as recited in claim 44, wherein the acts further comprise rendering the coherent layers with a corresponding background layer to present the virtual view of the scene.

47. (Original) A computer-readable media as recited in claim 44, wherein the acts further comprise rendering the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.

48. (Withdrawn) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:

determining a plurality of texture-mapped triangles for each layer of a scene;

binding a plurality of textures to each of the plurality of triangles;

assigning a blending ratio to each vertex of the plurality of triangles;

and

blending the textures of each of the plurality of triangles to present a virtual view of the scene.

49. (Withdrawn) A computer-readable media as recited in claim 48, wherein at least three textures are bound to each of the plurality of triangles.

50. (Withdrawn) A computer-readable media as recited in claim 48, wherein the blending ratio is assigned as a primary color on each vertex.
51. (Withdrawn) A computer-readable media as recited in claim 48, wherein the blending ratio is assigned as a primary color on each vertex and the primary color is interpolated on each of the plurality of triangles.
52. (Withdrawn) A computer-readable media as recited in claim 48, wherein the virtual view of the scene is substantially free from aliasing.
53. (Withdrawn) A computer-readable media as recited in claim 48, wherein the blending utilizes a blending equation.
54. (Withdrawn) A computer-readable media as recited in claim 48, wherein the blending utilizes a blending equation stored in a pixel shader of a graphics hardware device.
55. (Original) An apparatus comprising:
- means for splitting a scene into one or more coherent layers;
 - means for propagating boundaries of the coherent layers across a plurality of frames corresponding to the scene; and
 - means for refining the splitting to present a virtual view of the scene.

56. (Original) An apparatus as recited in claim 55, further comprising means for rendering the coherent layers with a corresponding background layer to present the virtual view of the scene.

57. (Original) An apparatus as recited in claim 55, further comprising means for rendering the coherent layers with a corresponding background layer to present the virtual view of the scene, wherein the background layer is provided by combining a plurality of under-segmented regions.